

HERO QUEST



The Rescue

The ancient Dwarf master is in trouble, and it's up to the Heroes to save him.

Many readers send us letters and are outraged with the Dragão Brazil editorial staff and the presence of HeroQuest in the magazine. Everyone argues that the game should not be in our pages, as it is not even an RPG. Is it really not? Well, it depends on how players are willing to face the challenge. For this reason, the adventure that we present here brings some possibilities of interpretation for the Heroes – or at least for one of them.

The adventure includes three Quests, which, as usual, are divided into three parts: the Quest Map that shows the locations on the board where to place the furniture, monsters and traps; the Parchment Text, containing the story of the challenge that should be read to the players by Zargon; and the Quest Notes that explains what happens in certain rooms and special events. A Quest is successfully completed when the Heroes have reached the goal proposed by Zargon, and have all returned to the starting point – which will be the stairway in all these Quests.

The Dwarf's Mess

This time the Heroes must rescue Kerg, a great Dwarven warrior who managed to fight off the invasion of their village by the evil Commander Chups, an old enemy of the kingdom. Chups did manage to capture the veteran though, and plans to keep him prisoner in his castle while ravaging his village and stealing his treasures. Kerg was the Dwarf Hero's training master as well, and by having been preparing the Dwarf for combat for so long and being the Dwarf's former master; the Dwarf will not allow him to be held prisoner, nor his house invaded!

You, Zargon, must call aside the player who will play the Dwarf – and explain that a messenger knocked at your door, handing you a letter from Mentor. The letter explained to the Dwarf what just happened to his former master Kerg. Then tell him to arrange a meeting with the other Heroes in the tavern, and let him tell the story himself. Here is a chance for the player to play his

role of "softly invoked," furious and perhaps drunk on beer – screaming and promising that this Commander Chups will be hacked up into a thousand small pieces. Once informed, the Heroes can leave for the castle immediately.

New Rule

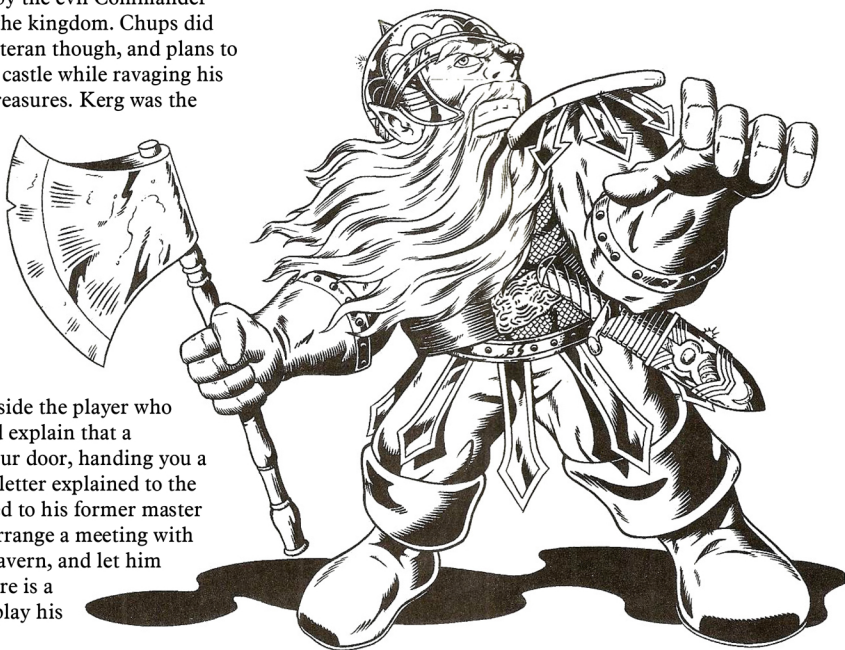
Spell Scrolls

When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

New Quest Map Symbol

Locked Door

These doors are locked and will require a key to be opened.



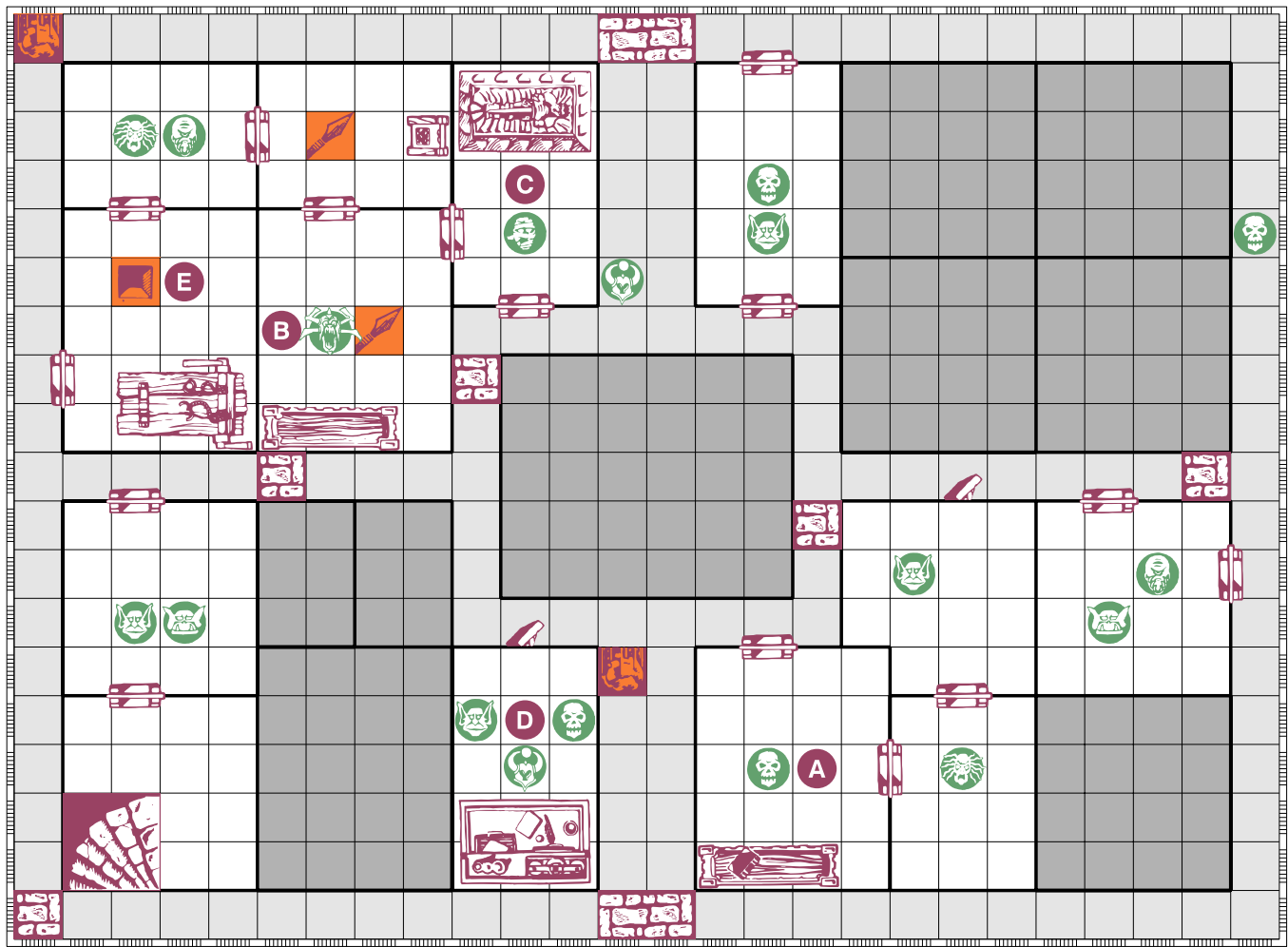
HERO QUEST™

The Rescue

Q U E S T



B O O K



Quest 1

The Bone Key

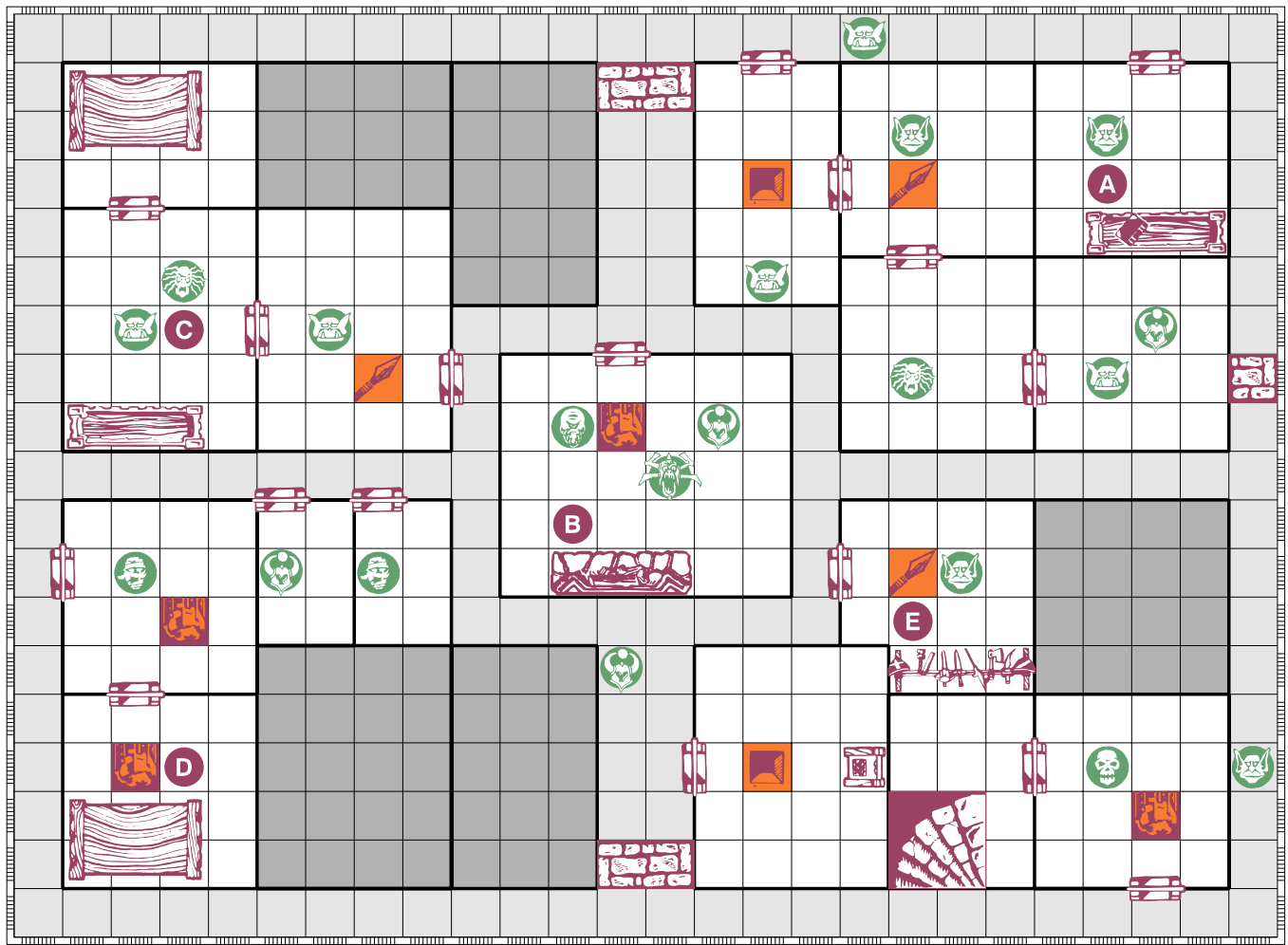
"In this Quest you will have to find the key that will free Kerg from the captivity of Chups."

NOTES:

- A** The first Hero to look for treasures here will find 50 gold coins and a Potion of Healing in the bookcase. The potion will restore up to four Body Points when consumed.
- B** The first Hero to search for treasure here will be attacked by a Wandering Monster, who will leap out of the cupboard. There is also a metal key in the cupboard; but it is not the key that the Heroes seek, but do not tell them that!
- C** There is a small bottle with a clear liquid hidden inside the tomb. This bottle contains the Elixir of Life, give the Hero the corresponding Artifact Card.
- D** In this secret room, on the alchemist's table, there is a key made of bone. It is the key that opens the chamber where the Dwarf master is being tortured.
- E** This room contains a torture rack, and there is a Dwarf strapped onto it. As soon as the Heroes enter the room, he will begin to shout to be released – which will attract a Wandering Monster. If the Heroes release the prisoner, he will say that he was captured with Kerg – but he was taken by the monsters to a place he does not know. The Heroes will then leave.



Wandering Monster in this Quest: Fimir



Quest 2

The Battle against Chups

"In this Quest our Heroes have to face the notorious Commander Chups, an old enemy of the Dwarves."

NOTES:

- A** The first Hero to search for a treasure will trigger a magic trap in the bookcase, which will make all the stuff he carries (weapons, armor, etc.) disappear. In fact, they will be magically transported to area D.
- B** Here is the evil Commander Chups. Use the Warlock figure to represent him. Remember that Chups is a Dwarven foe of the Dwarves, and will try to destroy the group's Dwarf first – unless the other Heroes give too much trouble.
- C** When one of the Heroes opens this cupboard, you will notice that it has no back. It looks like a long dark hallway, which is actually a magical shortcut to other parts of the castle. Each time a Hero enters the cupboard, he must roll a dice to find out where he is transported: if he rolls 1 or 2, he will appear in area A; 3 or 4, he will appear in area B; and if he rolls 5 or 6, he will appear in area D. Each Hero must roll separately.
- D** The Hero who triggered the magical trap in area A will find all his belongings on the table in this room.
- E** The weapons on this weapons rack are worn out, rusted and broken. There is nothing of value in this room.

Commander Chups:

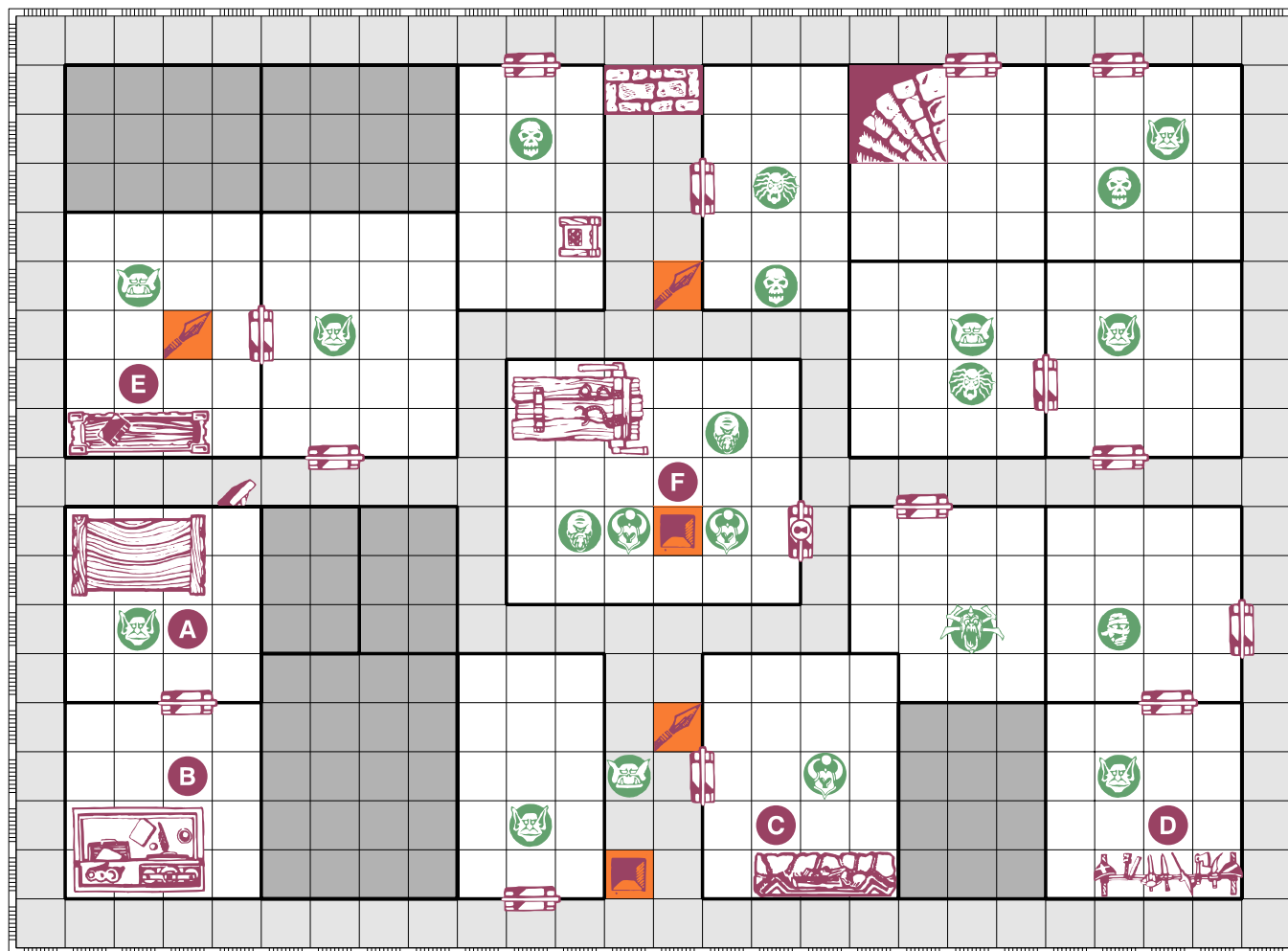
MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	7	8	5

After defeating Chups, Heroes are allowed to search for treasures in the room. In the fireplace, hidden among the ashes, is a Wand of Magic. The full description is on the corresponding Artifact Card.

- C** When one of the Heroes opens this cupboard, you will notice that it has no back. It looks like a long dark hallway, which is actually a magical shortcut to other parts of the castle. Each time a Hero enters the cupboard, he must roll a dice to find out where he is transported: if he rolls 1 or 2, he will appear in area A; 3 or 4, he will appear in area B; and if he rolls 5 or 6, he will appear in



Wandering Monster in this Quest: Zombie



Quest 3

The Dungeon

"You must now find the place where The Dwarf Kerg is being held prisoner, and save him."

NOTES:

- A** On the table in this room, there are two scrolls with the following spells: Veil of Mist and Ball of Flame.
- B** On the alchemist's bench there is a small bottle with a clear liquid; it looks like an Elixir of Life, but it is actually poison – and the Hero who drinks this liquid will lose 2 Body Points.
- C** The first Hero who searches for treasure in this room will be attacked from behind by a Wandering Monster.
- D** This weapons rack contains the following items: a Helmet, a Dagger, and a Shield.
- E** Inside this bookcase there are two bottles – one Potion of Healing and one Potion of Strength.
- F** Master Kerg is being tortured in this room. The door to this room can only be opened with the right key, the one made of bone, and not with the metal key. If the Heroes do not have it, they will have to go back to the stairs and start the first Quest until they find it. They can then go back directly to the third Quest, without going through the second Quest.



Wandering Monster in this Quest: Mummy